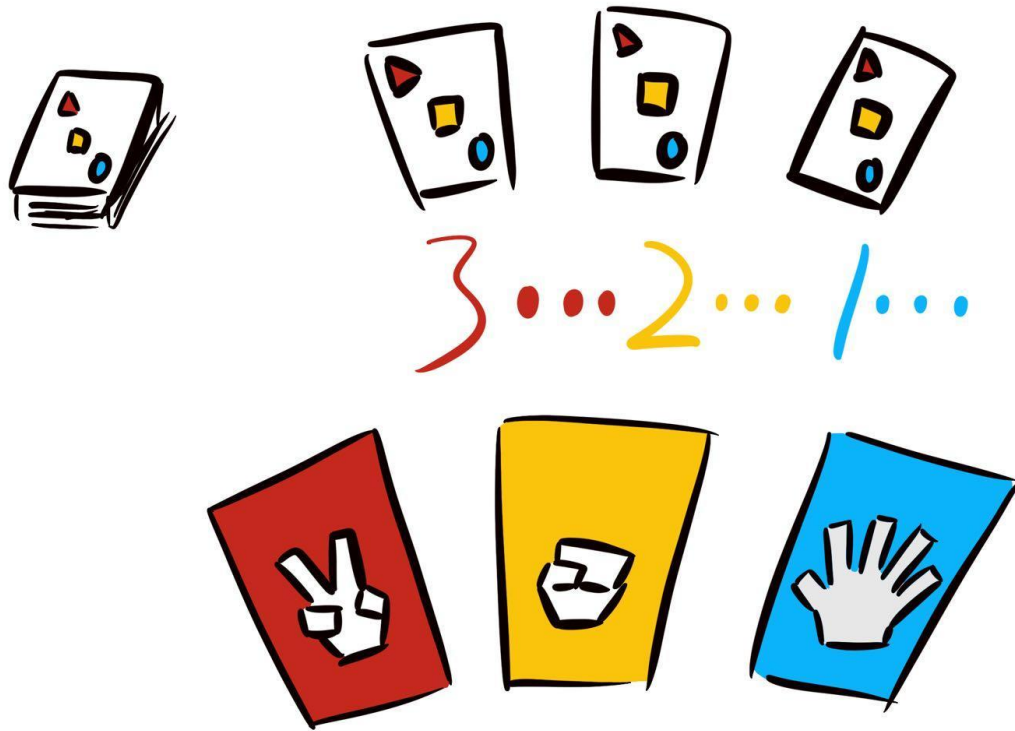Rock Paper Scissors 2.0

Yihua Pu

The Game is pretty simple, it is like the classic rock, paper, scissors, but I deisigned it in a way where the player doesn't have full control of what they are going to play. Instead of letting the players chose what to strike, I am making it into a card game that players have to draw cards to play against their opponenets.

Rules: It is fairly simple, rock beats siccors, sciccors beats paper, and paper beats rock. However, the player must draw 3 cards from the pile which contains 12 card in total, and decide which card to place on the table not revealing what is being placed, and on the count on 3 both players flip their cards. Best 2 out of 3.

Photo:

Design Process: So I initially chose this game out of all the other games because this is the game that I am the most familar with, and I find it the simplicity of its rules very easy to modify. Most of the times when people play rock paper scissors it is mostly up to chance what the other player is going to play. So I think by introducing more limitations to what the player can have in their arsonal would be intrresting, and the most effecitent way to do it is to build a card pool where players have no idea of what they are going to get. And players can even calculate how many of each cards are left in the pool, so they can build up stratagies.